

FIREWALL

HACK

NEXT WAR Non-Allied Cyberspace

Primary Network

Primary Network Sub Network



[3]



Apply a +2 DRM to one Cyber Attack.



[4]



After all Air Superiority air-to-air engagements are set, the exploiting player can re-arrange two friendly air units, break off an engagement and avoid combat, or enable a friendly air unit which is engaged with an enemy Stealth air unit to fire in Stand-off combat (but not Long Range combat).



Apply a +2 DRM to a SAM roll.



Apply a +2 DRM to a Detection roll.



Apply a +2 DRM to a any Cruise or Ballistic Missile Strike.



[2]



Shift the Combat Odds one column in the exploiter's favor in a combat.



Cancel an enemy HQ's or Artillery's Combat Support (the HQ/Artillery is still used).



[4]



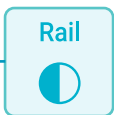
Apply a +2 or -2 DRM to any Naval Detection attempt.



Apply a +2 or -2 DRM to any Electronic Detection attempt, or place a Targeted -1 marker on any eligible target.



Reduce one enemy unit's movement allowance by half (rounded up) for that Movement Segment. This reduction is declared at the start of the unit's movement.



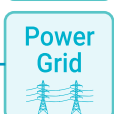
Add 1 VP to your VP Total. Reduce enemy Supply Points by 2.



Add 1 VP to your VP Total. Reduce any one Port's Capacity by 2 for the turn.



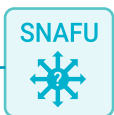
[2]



Subtract 2 VP from the opponent's VP Total.



Apply a +1 or -1 DRM to any Clearing Roll.



Delay any single reinforcement counter to the next turn.

[Intrinsic Firewall Defense Value]



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